

AMENDMENTS TO THE CLAIMS

1. (currently amended) A recording medium on which is recorded a computer-readable and executable game software program that includes scenes of exchanges between a player or an on-screen character controlled by the player and other on-screen characters, and that includes a program that performs processing by taking as instructions an output from a controller which has pressure-sensitive means for sensing a magnitude of a pushing pressure of a player on the controller, wherein

said software program comprises a processing program that processes the output of said controller as an variable emotion of the player, a degree of said emotion varying with the pushing pressure magnitude.
2. (currently amended) The recording medium according to claim 1, wherein said processing program processes patterns of changes in the output of said controller as the degree of said emotion of the player.
3. (original) The recording medium according to claim 2, wherein said patterns of changes is a combination of gradual changes and rapid changes.
4. (original) The recording medium according to claim 1, wherein when said scenes are scenes in which the player or the character controlled by the player has a high probability of expressing anger, an emotion of anger is recognized to be present depending on a magnitude of an output value of said controller, and when said scenes are scenes in which the player or the character controlled by the player has a high probability of expressing joy, an emotion of joy is recognized to be present depending on the magnitude of the output value of said controller.
5. (original) The recording medium according to claim 1, wherein a case where the output value of said controller changes from large to small is recognized to be an emotion

of sadness, and the case wherein the output value of said controller changes from small to large is recognized to be the emotion of joy.

6. (original) The recording medium according to claim 1, wherein a case where the output value of said controller reaches a stipulated level or above several times in succession is recognized to be an emotion of laughter.

7. (original) The recording medium according to claim 1, when a scene is a case where the player or the character controlled by the player is requested to make a decision, if the output value of said controller is greater than a stipulated value then a positive response or negative response is recognized, or if the output value of said controller is less than a stipulated value then a negative response or positive response is recognized.

8. (previously amended) A method of executing a game program by using a computer that has a controller which has pressure-sensitive means for sensing a pushing pressure of a player on the controller and that is able to execute a game program that includes scenes of exchanges between the player or an on-screen character controlled by the player and on-screen other characters, the method comprising the steps of:

generating a pressure-sensing output signal from said pressure-sensitive means, said pressure-sensing output signal having a variable magnitude, and

transmitting an emotion of the player corresponding to the magnitude of said pressure-sensing output signal to at least one of said other on-screen characters.

9. (original) The method of using a computer according to claim 8, wherein said pressure-sensitive means switches among modes of emotion of the player.

10. (original) The method of using a computer according to claim 9, wherein said pressure-sensitive means includes a plurality of pressure-sensitive means corresponding to said modes of emotion.

11. (original) The method of using a computer according to claim 8, further comprising the steps of:

recognizing an emotion of anger to be present depending on a magnitude of an output value of said controller in scenes in which the player or the character controlled by the player has a high probability of expressing anger; and

recognizing an emotion of joy to be present depending on the magnitude of the output value of said controller in scenes in which the player or the character controlled by the player has a high probability of expressing joy.

12. (original) The method of using a computer according to claim 8, further comprising the steps of:

recognizing a case where the output value of said controller changes from large to small to be an emotion of sadness, and

recognizing a case where the output value of said controller changes from small to large to be an emotion of joy.

13. (currently amended) A computer comprising:

a controller which has pressure-sensitive means and that is able to execute a game program that includes scenes of exchanges between a player or an on-screen character controlled by the player and other on-screen characters;

means for generating a pressure-sensing output signal having a variable magnitude that is indicative of a variable pushing pressure applied by the player on said controller from said pressure-sensitive means, and

means for transmitting an variable emotion of the player, a degree of said variable emotion corresponding to the magnitude of said pressure-sensing output signal to said at least one of other on-screen characters.